

# STAR OCEAN

Till the End of Time™



SQUARE ENIX™

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.



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Twelve heroes thwarted the Ten Wise Men's plot to destroy the universe. Four hundred years have since passed...

The date is SD 772. The Pangalactic Federation is at the zenith of its might with unparalleled power in the universe. Having already explored one third of the Milky Way, the Federation continues research in its insatiable quest for even more power.

The young Earthling Fayt Leingod and his family visit Hyda, a resort planet in the Pangalactic Federation. His parents, Robert and Ryoko, lead busy lives as premier authorities on symbological genetics. With their first extended break in some time, they have decided to take a family trip. Fayt is far from enthusiastic, but his childhood friend Sophia Esteed pesters him into going along. Despite his complaints, Fayt enjoys the trip in his own way; it gives him the chance to escape his studies and play battle simulator games to his heart's content.

Fayt strolls around the hotel and plays the battle simulator with Sophia while his parents relax on the beach. This tranquility is abruptly shattered when an unknown military space force attacks Hyda. The assault leaves buildings destroyed and the resort's natural surroundings in ruin. Amidst the chaos, Fayt attempts to escape with Sophia and the other resort guests to an emergency shelter, joining his parents along the way. But even their escape route falls under attack. Fayt manages to reach the shelter, but he is separated from his parents...





MEMORY CARD slot 2  
MEMORY CARD slot 1

disc tray  
RESET button  
OPEN button

USB connector  
controller port 1  
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **STAR OCEAN™ Till the End of Time™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.



## START MENU

Getting Started and the Start Menu

The title screen and start menu will appear when the START button is pressed. Select an option with the left analog stick or directional buttons, then press the  $\times$  button.

- If you are playing the game for the first time, please start from Disc 1. See p. 5 for more information about beginning a new game.



## New Game / Continue

Select "New Game" to start the game from the beginning. The game will begin after you have configured your initial settings. To continue from where you left off, select "Continue." Select the game data you want to load to resume your adventure.



## Battle Trophies

After meeting certain conditions in the game, you can select "Battle Trophies" from the start menu. When selecting Color Twins, please load "Battle Trophies" first (see p. 33 for details). Save your game data if you wish to keep that color.

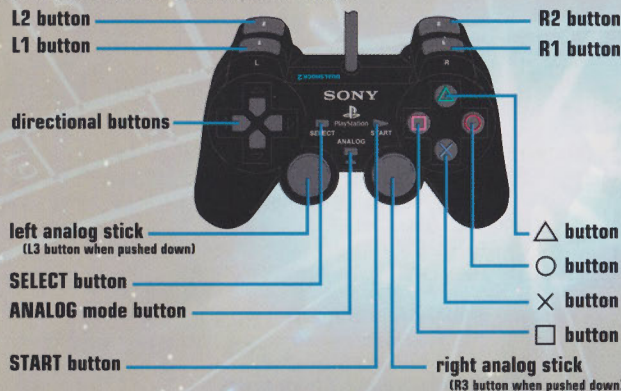


## Changing Discs

An image like the one shown on the left will appear when you need to change discs during the game. Please follow the on-screen instructions when changing discs. Do not change discs at any other time.

- Please do not insert any discs that are incompatible with the PlayStation®2. Refer to your PlayStation®2 Instruction Manual for more information on compatible discs.

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This software can only be used with the DUALSHOCK®2 analog controller. This section explains controller components and basic controls. Controls will vary depending on whether you are in fields/towns/dungeons, battle, or the Camp menu. Please see details below.

- To turn the vibration function on or off, do so during a new game's initial settings or by selecting "Config" from the Camp menu.

## FIELD/TOWN/DUNGEON CONTROLS

Left analog stick	Move character (run)
Directional buttons	Move character (run)
$\times$ button	Examine / Talk
$\odot$ button	Hold down while moving with the left analog stick or directional buttons to walk
$\triangle$ button	Open Camp menu
$\square$ button	Used in conjunction with disintegrable objects
L1 button	Turn camera counterclockwise
R1 button	Turn camera clockwise
L2 button	Not used
R2 button	Display, enlarge, or hide map
START button	Return camera to default angle
SELECT button	Not used

## CAMP SCREEN CONTROLS (see p. 14)

Left analog stick	Move cursor
Directional buttons	Move cursor
$\times$ button	Confirm selection
$\odot$ button	Cancel selection / Close Camp menu
$\triangle$ button	Display details on selected item
$\square$ button	Discard selected item / Turn Tactical Skills or Symbology on or off
L1 button	Scroll page up
R1 button	Scroll page down
L2 button	Switch characters (Skills/Equipment/Status)
R2 button	Switch characters (Skills/Equipment/Status)
START button	Not used
SELECT button	Not used

## BATTLE CONTROLS (see p. 11)

Left analog stick	Move character / Sidestep (+ L2 button) / Select command (at Battle Camp menu)
Directional buttons	Move character / Sidestep (+ L2 button) / Select command (at Battle Camp menu)
$\times$ button	Execute minor attack / Confirm selection (at Battle Camp menu)
$\odot$ button	Execute major attack / Cancel selection (at Battle Camp menu)
$\triangle$ button	Open Battle Camp menu
$\square$ button	Switch target in manual targeting mode
L1 button	Switch characters / Scroll page (at Battle Camp menu)
R1 button	Switch characters / Scroll page (at Battle Camp menu)
L2 button	Hold down while moving with left analog stick or directional buttons to sidestep
R2 button	Toggle between manual mode and auto mode
START button	Not used
SELECT button	Not used

## Switching to Progressive Display

This software can be used on television sets with a D2 terminal. To switch to progressive display, turn on your PlayStation®2 computer entertainment system while holding down the  $\times$  and  $\triangle$  buttons. Please switch to progressive display each time you play on a television set with a D2 terminal.

- You will need a proprietary component AV cable to connect the PlayStation®2 and the D2 terminal.

No memory card (MCI) for PlayStation®2  
No memory card (MCI) for PlayStation®2  
Insert a memory card (MCI) for PlayStation®2  
and set it to "ON" in the "System" menu of the  
software. (At least 1.0GB of free space  
is required.)  
No memory card (MCI) for PlayStation®2  
Insert a memory card (MCI) for PlayStation®2  
and set it to "ON" in the "System" menu of the  
software. (At least 1.0GB of free space  
is required.)



New characters will appear as you progress through the story. Here are some of the main characters you'll meet:

### FAYT LEINGOD

*"Sometimes, you're the only one that can make a difference."*  
Fayt is the son of leading authorities on symbological genetics, and he himself is a serious student of the subject. He is an athlete who loves games, his current favorite being the battle simulator. A young man of integrity who can't desert a person in trouble, he also has a stubborn side.

Sex: Male / Age: 19

Height: 5'9" / Weight: 148 lbs

Race: Earthling / Weapon: Sword



### SOPHIA ESTEED

*"You just have to believe what you feel in your heart. Let's choose to believe."*

A childhood friend of Fayt's, Sophia is an independent and caring girl who looks up to Fayt as a big brother. She's never afraid to speak her mind and her charming smile softens the hearts of everyone around her. She seems to be an ordinary high school girl who likes cooking and shopping.

Sex: Female / Age: 17

Height: 5'3"

Weight: 108 lbs

Race: Earthling / Weapon: Staff & Symbology



### PEPPITA ROSSETTI

*"There's no use thinking about it! Let's just dive right in!"*

Sex: Female / Age: 14

Height: 4'4" / Weight: 79 lbs

Race: Velbaysian / Weapon: Bangles



### CLIFF FITTIR

*"Wait a second. You mean 'we,' right? You plannin' on going there alone?"*

Sex: Male / Age: 36

Height: 6'2" / Weight: 212 lbs

Race: Klausian / Weapon: Gauntlets



### NEL ZELPHER

*"No thanks needed. I'm just doing my job."*

Sex: Female / Age: 23

Height: 5'7" / Weight: 112 lbs

Race: Elicoorian / Weapon: Daggers & Runology



### ROGER S. HUXLEY

*"Sometimes a real man's just gotta keep on goin'."*

Sex: Male / Age: 12

Height: 3'1" / Weight: 66 lbs

Race: Elicoorian (Menodix) / Weapon: Axe



## INITIAL SETTINGS

You must configure your initial settings before starting the game. The Initial Settings screen will appear when you select "New Game." Make your selections with the directional buttons and press the **X** button to confirm. Pressing the **○** button will take you back to previous settings.



### 1. DISPLAY SETTINGS (Configure screen)

Here you can configure the aspect ratio of your screen. Select the correct ratio for your television screen and press the **X** button to confirm. If you select 16:9, be sure to switch the screen mode on your television set to wide screen mode (or any equivalent mode).

- 4:3 (standard screen)
- 16:9 (widescreen)

### 2. AUDIO SETTINGS (Configure sound environment)

Here you can configure your audio settings. Select the setting you wish to use and press the **X** button to confirm. If you have a Dolby Pro Logic II AV system or headphones, select DOLBY PRO LOGIC II to enjoy the game in surround sound (see p. 6 for details). Please be careful of the volume when using headphones.

- Monaural
- Stereo
- DOLBY PRO LOGIC II
- Headphones

#### Configuring the Speaker Environment

You can configure the speaker environment by pressing the **△** button after selecting DOLBY PRO LOGIC II. Press the **△** button to hear the girl speaking to the boy sitting in the center of the speakers. Adjust the placement of your speakers so that the location of the sound matches up with where the girl is standing. You can move the girl around with the left analog stick. When you want to move a speaker, select the one you want to move and press the **X** button to confirm. Use the directional buttons to move the speaker; then press the **X** button to accept the speaker placement.



### 3. EVENT SETTINGS (Enable option to skip events)

Here you can enable or disable the option to skip events. If you enable it, you may accidentally skip a new event that is important to the story. It is recommended that you disable this the first time you play through the game.

- Enable Event Skip – Enables skipping of events. You can decide whether or not to skip each event as it starts.
- Disable Event Skip – Disables skipping of events.

### 4. VOICE SETTINGS (Select voice and text settings for events)

Here you can select voice and subtitle settings for event scenes. If you select the "Automatic Subtitle and Voice" option, subtitles will be displayed along with the voices, and you will not be able to manually skip any dialogue.

- Subtitle and Voice – Events are shown with subtitles and voices.
- Voice Only – Events are shown with voices only.
- Subtitle Only – Events are shown with subtitles only.
- Automatic Subtitle and Voice – Events are shown with subtitles and voices. You cannot manually skip text dialogue.

### 5. VIBRATION SETTINGS (Turn controller's vibration function on or off)

Here you can turn the controller's vibration function on or off. Select "ON" to enable the vibration function or "OFF" to disable it.

### 6. DIFFICULTY SETTINGS (Select game's difficulty level)

Here you can adjust the strength of your enemies, or level of difficulty, in battle. Select a difficulty level and press the **X** button to confirm. The difficulty level will not affect the story.

- The Earth Level – This is the easy level, recommended for less experienced players.
- The Galaxy Level – This is the normal difficulty level.
- The universe Level – This is a hard and unforgiving difficulty level. You can choose this option only after meeting certain conditions in the game.





Game data can be saved at any save point inside dungeons or at inns in towns. You should save your progress frequently. Select "Card" from the Camp menu to save or load data.

Remember to save your game data before you turn off the game. You can then resume play from the last point you saved. Please make sure that the disc tray is closed before turning the power off.



- **Note:** Once you save or load game data, please do not remove or insert the memory card (8MB) (for PlayStation®2) from the MEMORY CARD slot until you are ready to turn the game off. Doing so may prevent you from saving game completion data after you have completed the game.

This game can be played using DOLBY PRO LOGIC II. To enjoy the game in surround sound, connect the AV MULTI OUT connector or the DIGITAL OUT (OPTICAL) connector on your PlayStation®2 computer entertainment system to your home theater system with a DOLBY PRO LOGIC II or DOLBY PRO LOGIC decoder, then turn either function on. The DOLBY PRO LOGIC II audio is also compatible with monaural or stereo settings, so you can enjoy the game even without the PRO LOGIC II feature.

## GAME PROGRESSION

This section describes the basic flow of *Star Ocean: Till the End of Time*. Please read it carefully to help your adventure progress smoothly.



### 1. Prepare for Your Journey and Gather Information

Before you set out, talk to people in towns to gather information, and acquire items and equipment at shops. The towns have many shops and facilities (see p. 7).

### 2. Explore Dungeons

Once you're ready, it's time to head off on your adventure. There are many monsters out in the fields and in the dungeons. Some dungeons may have special contraptions.

### 3. Battle Monsters

Encountering a monster takes you into battle. Battles progress in real time. Use each character's battle skills and items wisely to defeat the enemy.

### 4. Make Preparations at Camp

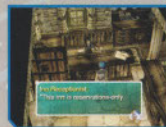
You can gain money (Fol), experience points, and sometimes items after battles. Heal your party members and set up skills and tactics at camp.

## TOWNS, FIELDS, AND DUNGEONS

The game world can basically be divided into towns, fields, and dungeons. Your adventure will progress as you travel these areas.

### TOWNS - People and Establishments

Towns are full of townspeople, shops, and other establishments. You can gather information from the townspeople, purchase items at shops, or rest at inns. In other words, use these towns as bases for your adventures. You'll find the following types of establishments in towns:



**Inns:** If you pay to stay the night, you can fully recover your HP and MP and cure status ailments.



**Armors:** Find weapons and armor here, which are indispensable in battle. Take a look inside whenever you enter a new town.



**Outfitters:** Many items that can help you on your adventures are sold here.



**Workshops:** You can invent items here. See p. 24 for details.



**Grocers:** You can purchase food and cooking ingredients here.



**Taverns:** Many kinds of people congregate here. Talk to them to gather information.

### Talking to Party Members in Town

While in town, try talking to your party members. This can trigger event scenes where your responses may affect the characters' emotions. Higher emotions can influence a character's actions in battle, such as choosing to defend or heal you.



### FIELDS - Sprawling Wilderness

Towns are surrounded by majestic plains, hills, and mountains. These areas are rife with monsters, and coming in contact with them takes you into battle. Press the R2 button to display a map while exploring.



### Reading the Map

A map is displayed in the lower right corner of your screen at all times except during battle. Press the R2 button to cycle through the display options "bottom right," "full screen," and "hide." Details on how to read the map are below.



#### 1. Player cursor

This indicates your current location. The highlighted area indicates the camera direction.

#### 2. Entrance cursors

These cursors indicate doors and entrances. The color varies with what you can find inside.

#### 3. People cursors

These cursors indicate party members or townspeople.

#### 4. Map coverage

This percentage indicates how much of the map you have traveled.



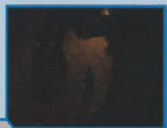
## DUNGEONS - Monsters and Contraptions

Powerful monsters lurk deep inside dungeons. Some dungeons also have special traps and puzzles that obstruct your path.

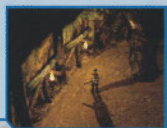


### Solving Puzzles to Advance

Switches and other contraptions can be found inside dungeons. If you come across a suspicious area, take a closer look to investigate. For example, pressing the  $\otimes$  button can turn on switches.



Dark areas that are hard to navigate...



...can be illuminated if you press the  $\otimes$  button!

## BATTLES

This section explains the general flow of battle. Defeat enemies in the dungeons and fields to advance.

### BATTLE FLOW



#### 1. Encounter Enemy: Come in contact with an enemy to enter battle

You will enter combat when you come in contact with an enemy in the field. Be sure to recover your HP and MP before going into battle.



#### 2. Begin Battle: Fight within a confined battlefield

It's time to fight! Battles take place within a confined battlefield and end once you defeat all enemies in sight. Use minor and major attacks, Guard, and Battle Skills to win.

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Battle Controls –	p. 9	Status Ailments –	p. 12
Battle Screen –	p. 11	Bonus Battle Gauge –	p. 13



#### 3. After Battle: Check results and return to your journey

After each battle, a screen will appear showing any experience points, Fol, and items you've acquired. If the results meet conditions that qualify for Battle Trophies, you will also have the opportunity to save that data. Press the  $\otimes$  button to return to the field map.

### Game Over

If your HP or MP falls to 0 or you are petrified, you are no longer able to fight. If none of your party members are able to fight anymore, the game is over. You can resume play from the last point at which you saved your progress.



## BATTLE BASICS

There are three basic combat moves you should know about. Be sure you understand them before entering battle.

### MINOR ATTACKS, MAJOR ATTACKS, AND GUARD

The three basic combat moves include minor attacks, major attacks, and Guard. Their relationship is similar to that of "rock, paper, scissors." To achieve victory, you must first understand this relationship, then make quick judgments on the enemy's movements and act accordingly.



#### Minor Attacks

Minor attacks are swift, making them effective against moving targets and at interrupting an enemy's more time-consuming major attacks. However, minor attacks can be deflected by an enemy's Guard.



#### Major Attacks

Major attacks are powerful, able to break through an enemy's Guard and do significant damage. However, since they take time to execute and require greater motion, they can be ineffective against moving targets and leave you vulnerable to minor attacks.

#### Guard

Guard, which is activated only when your Fury gauge is at 100%, can protect you from an enemy's minor attack. However, an enemy's major attack can break through it.



### Battle in Real Time

All battles progress in real time. You must take action as circumstances dictate. A maximum of three characters can participate in a battle, but you can control only one at a time. The other characters act automatically according to the tactics you set up.



### Every Action Expend Fury

Fury can be thought of as stamina. Actions such as attacks and symbols expend Fury. Be careful: If your Fury gauge reaches 0%, you will be temporarily immobilized. You can recover Fury by simply standing still.

## BATTLE CONTROLS



### Minor Attacks – $\otimes$ button

Press the  $\otimes$  button to execute swift attacks with little motion. The method and force of attack will vary depending on your distance from the target.



### Major Attacks – $\odot$ button

Press the  $\odot$  button to execute larger attacks with greater force. The method and force of attack will vary depending on your distance from the target.



### Guard – Stand Still (100% Fury)

When your Fury gauge is at 100%, Guard can protect you from attacks.



### GUARD AND ANTI-ATTACK AURAS

Obtaining certain items will allow you to use anti-attack auras. You can customize the effects of anti-attack auras through the Skills menu (see p. 17).



#### Protect yourself with Guard

Stand still to restore your Fury to 100%. When an enemy attacks, a green shield will appear around your character and nullify the attack.



#### Activate anti-attack auras

An anti-attack aura will appear from the shield. Depending on your settings, the effects can range from attacking the enemy to healing a party member.

### BATTLE SKILLS

#### Hold down the X or O button

Hold down the X or O button to execute the Battle Skills you've assigned to each button. Battle Skills can be set up through the Skills menu (see p. 16). See p. 13 for a list of Battle Skills.



### OTHER CONTROLS



#### Move – left analog stick / directional buttons

You can move your character using the left analog stick or directional buttons.



**Sidestep** – L2 button + left analog stick / directional buttons  
You can jump backward or to either side.



#### Open the Battle Camp Menu – A button

This opens the Battle Camp menu. Please see p. 12 for details on how to use this menu.



**Switch Playable Characters** – L1 / R1 buttons  
You can switch which character you actively control. A colored background highlights the character window of your current selection.



**Switch Targets\*** – O button  
You can switch your current target enemy. If your target enemy is defeated, you will automatically target the nearest enemy.

\*Applies only to manual targeting mode.



**Toggle between Auto and Manual Modes** – R2 button  
You can control your character through either Auto Battle or Manual Battle.

#### Sidestep to Evade Attacks, then Strike Back

Sidestepping allows you to move quickly back or to the side. When an enemy approaches with a major attack, sidestep out of the way before striking back. You cannot sidestep if obstacles such as walls are in the way, so always be aware of your surroundings.



The battle screen displays a variety of information. You must understand the meaning and importance of each part in order to make quick decisions.



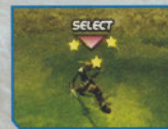
- 1) **Range** – Indicates the distance between you and the enemy (SHORT / LONG).
- 2) **Map Radar** – A simple map of the battlefield. ■ (red squares) indicate enemies, ■ (blue squares) indicate party members. ■ (orange squares) indicate party members with low HP.
- 3) **Monster** – This is an example of a monster: Gauges around monsters indicate their Fury.
- 4) **Character Windows** – These windows show the attributes of the characters in battle.
- 5) **Damage** – Shows the amount of damage inflicted when an attack hits.
- 6) **Combo Hits** – Shows the number of an attack's consecutive hits.
- 7) **Bonus Battle Gauge** – Shows the level of the bonus battle gauge.
- 8) **Skills Used** – Shows the skills being used.
- 9) **Controlled Character** – Indicates the character you are currently controlling.
- 10) **Enemy Cursor** – Shows the direction of an enemy out of view.
- 11) **CHAIN** – Indicates the number of consecutive bonus battles.
- 12) **RATE** – Indicates the charge rate of the bonus battle gauge.

### THE CHARACTER WINDOW



**HP** – Current HP (health points) level. You will be unable to fight if this drops to 0.  
**MP** – Current MP (mental points) level. You will be unable to fight if this drops to 0.  
**Fury** – Current Fury level. Fury is expended with every move.

### SPECIAL CONDITIONS DURING BATTLE



**Stun** – Being struck by certain attacks or anti-attack auras will stun you. You should recover and be able to move again soon afterward.



**Guard Broken** – A major attack can break through Guard. Once Guard is broken, you will be vulnerable even to minor attacks until you regain 100% Fury.



**Down** – Some attacks will knock you to the ground. Others may throw you up in the air, unprotected, before you hit the ground.



## THE BATTLE CAMP MENU

Pressing the **△** button during battle will open the Battle Camp menu. The Battle Camp menu can be used for various purposes such as invoking symbols or using items on the fly. Use the left analog stick or directional buttons to make your selection from the menu, then press the **×** button to confirm. Please note that time stops while the Battle Camp menu is open. Also, pressing the **⊙** button while the Battle Camp menu is open will give you a bird's-eye view of the battlefield.



### SYMBOLOGY

Select this to use the symbols you have acquired. Some symbols require you to choose a target. Symbols are slow to activate because of the invocation time required.



### ESCAPE

To run from a battle, select "ESCAPE." Your characters will attempt to flee, but a successful escape is not guaranteed.



### TACTICS

Select this to set up action guidelines for your computer-controlled party members. All characters besides the one you control will act according to these tactics.



### TACTICAL SKILLS

Select this to activate the Tactical Skills you have set up within "Skills Setup." You can also change the settings of some skills.



### EQUIPMENT

If you want to change equipment such as weapons and armor, select "EQUIPMENT," the piece of equipment you want to replace, and then the new item. Equipment can also be changed from the Camp menu.



### ITEMS

To use an item in your possession, select "ITEMS," the item you want to use, then the enemy or party member on which to use the item.

## STATUS AILMENTS

Enemy attacks can inflict status ailments. Ailments are indicated by changes in a character's appearance as well as restrictions to his or her movement in battle. The following are some examples of status ailments:



### Poisoned

Poisoned characters turn green and their HP slowly drains away. They can no longer fight if their HP falls to 0.



### Petrified

Characters turn brown when turned to stone. If all your party members are petrified, the game is over.



### Paralyzed

Yellow bolts of lightning indicate that a character cannot move due to paralysis. Characters are completely defenseless against enemy attacks while paralyzed.



### Frozen

Frozen characters turn blue and are immobilized for a short time. A single blow from the enemy can incapacitate them.

## BONUS BATTLES

The bonus battle gauge on the right of the screen charges as your attacks hit the enemy. Once the gauge is full, you enter a bonus battle. Winning bonus battles offers rewards like multiplying experience points or Fol acquired.

### How the Bonus Battle Gauge Works:

- 1) Hit the Enemy with Your Attacks
- 2) Fill Up the Bonus Battle Gauge
- 3) Bonus Battle Activated
- 4) End Battle
- 5) Get Bonuses!



The bonus battle gauge charges as you attack, and once it reaches 100%, a bonus battle begins. Be aware that the gauge will break and end the bonus battle if any of the conditions below are met.

The bonus battle gauge returns to 0 if:

- The character you control takes a critical hit
- The character you control is incapacitated
- You escape from battle

### Executing Chains

A winning streak with the bonus battle gauge maintained at 100% produces a chain. Continuing the streak will yield a wider variety of bonus battles.



## BATTLE SKILLS

Battle Skills include physical finishing blows, which cost HP, and magical symbology skills, which cost MP. Here is a partial list of Battle Skills that may prove useful:

Battle Skill	Character	CP	Effect	Range
Charge	All	4	Charge an enemy	S
Aerial	All	2	Effective against airborne enemies	S
Critical Hit	All	2	Inflict critical HP/MP damage on an enemy	S/L
Stun	All	2	Stun an enemy at a certain rate	S/L
Loot Item	All	2	Items may be dropped when an enemy dies	S/L
Increase HP Damage	All	4	HP damage to enemy increased by 50%	S/L
Increase MP Damage	All	4	MP damage to enemy increased by 50%	S/L
Blazing Sword	Fayt	4	Infuse sword with the power of fire	S/L
Blade of Fury	Fayt	4	Unleash a barrage of slashes	S/L
Ice Blade	Fayt	4	Infuse sword with the power of ice	S/L
Sphere of Might	Cliff	4	Create a burst of energy waves	S/L
Hammer of Might	Cliff	3	Slam down on an enemy with both fists	S/L
Fiery Tackle	Cliff	6	Tackle enveloped by an aura of flames	S/L
Poison Cloud	Nel	2	Create a poisonous smoke screen	S/L
Shockwave	Nel	3	Send a shock wave at an enemy ahead	S/L
Shadow Wave	Nel	3	Send a shock wave across the ground	S/L
Fiery Axe	Roger	2	Attack with a giant axe	S/L
Land Mines	Roger	4	Set land mines while moving	S/L
Whirling Heat	Roger	2	Attack with an electromagnetic whip	S/L
Frozen Daggers	Peppita	4	Throw daggers of ice through the air	S/L
Power Dance	Peppita	6	Boost the attack of nearby allies	S/L
Healing Dance	Peppita	6	Restore HP to surrounding allies within range	S/L

(Range: S = Short, L = Long)

(CP = Capacity Points, see p. 16)



### Cancel Attacks to Gain Bonuses

You can enter commands for attacks and then immediately cancel them to increase the strength of the final blow. For example, try a minor attack (normal attack) followed by a minor battle skill, then a major battle skill, and end with a minor battle skill. Each time you cancel an attack, a bonus is applied to the subsequent attack. Bonuses of up to 300% can be attained.





## THE TEN MENUS

Press the  button to display the Camp screen. At the Camp screen, you can set up skills, use items, and make other preparations for your adventure. Press the  button to exit the Camp screen.

**SYMBOLGY** (see p. 15)

You can select a character to use symbols. You can also enable or disable symbols to be used by the CPU during battles.

**SKILL SETUP** (see p. 15)

Use this menu to set up Battle Skills and build up your characters through Status Skills.

**ITEMS** (see p. 18)

You can use this menu to view and use your items, such as recovery items for healing party members.

**EQUIPMENT** (see p. 19)

Use this menu to change your weapons, armor, and accessories.

**STATUS** (see p. 19)

You can check the status of your characters and even rename them. You can also select Color Twins (see p. 33).

**CONFIG** (see p. 20)

Use this menu to configure system settings. Customize them to your liking.

**TACTICS** (see p. 21)

Use this menu to guide the actions of computer-controlled party members. You can also change battle leader and formation here.

**DICTIONARY** (see p. 22)

You can look up notes on various words and terms that appear in the game.

**INVENTION INFO** (see p. 22)

Use this menu to get information on items that have been invented or created. You can file patents for your own creations. You can also change your orders to inventors.

**CARD** (see p. 23)

Use this menu to save your progress or load a game to continue your adventure.

## THE CAMP SCREEN

The Camp screen contains the Camp menu and other information.

**1. Camp Menu**

This consists of ten menus. Select one to proceed to the next screen.

**2. Time Elapsed**

This displays the time that has elapsed since you started the game.

**3. Money**

This is the amount of money (Fol) you currently possess.

**4. Number of Battles**

This displays the number of battles you have fought.


**5. Menu Notes**

This displays notes on the selected menu.

**6. Character Status**

This displays a simplified view of your characters' status.


**7. The character's current level****8. Experience points needed to reach the next level****9. Current HP / Maximum HP****10. Current MP / Maximum MP**

There are ten menus in the Camp screen that you can use. Select the desired menu with the left analog stick or directional buttons and press the  button to confirm.


**SYMBOLGY**

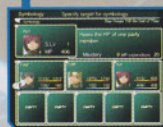
You can use symbols to heal characters here if you have enough MP. Attack symbols are for use in battle only and cannot be used from this menu.


**STEP 1: Select a character**

Select a character with the left analog stick or directional buttons, then press the  button to confirm. Sophia, Adray, Fayt, Maria, and Nel will acquire a variety of symbols as they gain levels. However, characters can only learn some symbols from tomes (Common Attack Symbols, Common Support Symbols). Except for Sophia and Adray, party members will not acquire such symbols automatically.


**STEP 2: Select the symbol to be used**

Once you select a character, a list of available symbols will appear. Select the symbol you want to use with the left analog stick or directional buttons, then press the  button to confirm. You can cycle through characters by pressing the L2 and R2 buttons.


**STEP 3: Select a target character**

Finally, choose the character on whom to use the symbol. Select a character with the left analog stick or directional buttons, then press the  button to confirm.

**Enabling and Disabling Symbols in Battle**

At step 2, select a symbol and press the  button to allow or prevent computer-controlled characters from using that symbol in battle.

**SKILL SETUP**

This is where you can allocate available SP (skill points) and set up Battle Skills and Tactical Skills. Use the directional buttons to select from "Status," "Battle," or "Tactical," then press the  button to display the corresponding screen.

**STATUS SKILLS AND BATTLE SKILLS**

Skills can be largely categorized into Status Skills and Battle Skills. There are also Tactical Skills (see p. 17).

**What are Status Skills?** These can be thought of as attributes for developing your characters. Each character has four skills to which you can allocate skill points; your decision on which skills to emphasize will affect the character's abilities.

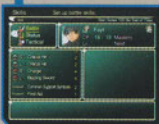
**What are Battle Skills?** The special attacks and symbols you can use in battle are collectively known as Battle Skills. You can select up to six Battle Skills, which must be set up in advance.





### BATTLE – SETTING UP BATTLE SKILLS

Here you can set up special attacks and symbology. The Battle Skills you set up here will be available for use in battle.



#### STEP 1: Select a slot for the Battle Skill

First, select a slot with the left analog stick or directional buttons, then press the  $\times$  button to confirm. A maximum of six Battle Skills can be selected at one time. See below on how to view this screen.



#### STEP 2: Select a Battle Skill

Next, select a Battle Skill with the left analog stick or directional buttons, then press the  $\times$  button to confirm. Skills can be allocated to the  $\times$  button (short range / long range), the  $\odot$  button (short range / long range), and Support (two choices). Each skill has CP (capacity points); you cannot allocate more than the maximum available CP for each character. Maximum CP will vary by character and level.

- Common Support Symbols and Common Attack Symbols must be set up in the "Support" slots before characters can use them in battle.

### VIEWING THE BATTLE SKILLS SETUP SCREEN



Hold down the minor attack button to activate skill when near the enemy.



Hold down the minor attack button to activate skill when far from the enemy.



Hold down the major attack button to activate skill when near the enemy.



Hold down the major attack button to activate skill when far from the enemy.



Skills automatically activated (up to two).



1. The number on the left indicates the CP currently used; the number on the right indicates the maximum CP available.
2. Your skill level for the selected Battle Skill.
3. Your mastery of the selected Battle Skill.
4. Skill uses needed to reach the next level.
5. Severity of damage to the enemy.
6. HP expended when the selected Battle Skill is used.
7. Fury expended when the selected Battle Skill is used.
8. CP needed to set up the selected Battle Skill.

### Battle Skills Become More Powerful with Use!

You can achieve increasing levels of mastery over every Battle Skill. The more you use the Battle Skill, the more powerful the effect becomes!



### STATUS – ALLOCATE SKILL POINTS TO STATUS SKILLS

As you gain SP (skill points) with each level, you can allocate them to the four Status Skills. These skills have an effect on a character's attributes such as increased rate of HP and mental capacity in battle.



#### STEP 1: Check your skill points

First, check your current SP, which is displayed at the bottom right of each character's name. These are the points you can allocate to increase the level of each Status Skill.



#### STEP 2: Select the skills to which you want to allocate SP

Next, choose the skill to which you want to allocate SP. Select a skill with the left analog stick or directional buttons, then press the  $\times$  button to confirm. "LV" indicates the current skill level, while "NEXT" indicates the SP required to reach the next level.

### THE FOUR TYPES OF STATUS SKILLS

- HP** Gives a character bonus HP. A higher skill level here increases the maximum HP.
- MP** Gives a character bonus MP. A higher skill level here increases the maximum MP.
- Attack** Influences the character's mental capacity for offense. A higher skill level here enables more effective attacks against the enemy.
- Defense** Influences the character's mental capacity for defense. A higher skill level here enables more effective defense against the enemy's minor attacks.

### Status Skills Affect Tactics in Battle

Some Status Skills will greatly affect your tactics in battle. You should prioritize Status Skills according to the way you want to approach your battles.



### TACTICAL – SET UP TACTICAL SKILLS

Here you set up Tactical Skills, which can greatly influence battles. You can update these settings during battle through the Battle Camp menu for even more effective fighting. You can use some Tactical Skills by selecting commands in the Battle Camp menu.

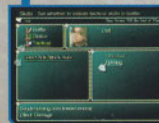
### What are Tactical Skills?

Tactical Skills are skills such as anti-attack auras and special skills that can change a character's condition during battle.



#### STEP 1: Select the skill to be set up

Select a skill with the left analog stick or directional buttons. You can cycle through characters by pressing the L2 and R2 buttons.



#### STEP 2: Set up the selected skill

Select a skill and press the  $\odot$  button to activate or deactivate it (deactivated skills are greyed out). For some skills, pressing the  $\times$  button will display another screen for detailed settings. See the next page for a list of major Tactical Skills.



## EXAMPLES OF TACTICAL SKILLS:

**Select Anti-Attack Aura**

You can select the type of anti-attack aura that is activated by a successful Guard. Anti-attack auras can stun or damage enemies as well as heal party members.

**Combat Training**

You can gain more experience points, but you expend more Fury.

**Berserk**

Strengthens your attack and reduces expended Fury, but lowers defense.

**Cure Condition**

Reduces the effects of status ailments, but lowers defense.

**Use Tactical Skills Wisely**

Tactical Skills are very effective but tend to expend a substantial amount of Fury and HP/MP, which can leave you vulnerable. You should reserve Tactical Skills for the times you need it most, based on circumstances and the type of enemy you face.



## ITEMS

You can reference what kind of items you have and use them. Items are divided into nine categories.

**STEP 1: Select a category of items**

First, select a category of items with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

**STEP 2: Select an item**

Select an item with the left analog stick or directional buttons, then press the  $\times$  button to confirm. You can also sort the items by pressing the  $\odot$  button.

**STEP 3: Reference the item**

Once an item is selected, press the  $\triangle$  button to view details about the item. You can discard the item by pressing the  $\odot$  button. If you have more than one of the same item, you can select which one to use.

**STEP 4: Select a target character**

For items that heal, select a target character with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

**VIEWING THE ITEMS SCREEN**

- 1) List of item categories.
- 2) Explanation of the selected category.
- 3) List of items in the selected category.



## EQUIPMENT

You can equip your characters with weapons, armor, and accessories in your possession. Whenever you acquire a new weapon, use this command to equip it and try it out.

**STEP 1: Select the character to equip**

First, select a character with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

**STEP 2: Select the type of equipment**

A list of your equipment will appear. Select an item with the left analog stick or directional buttons, then press the  $\times$  button to confirm. You can also press the  $\triangle$  button to automatically equip the character with the optimal equipment available. You can cycle through characters by pressing the L2 and R2 buttons.

**STEP 3: Select the item to equip**

Finally, choose the item to equip. Select one with the left analog stick or directional buttons, then press the  $\times$  button to confirm. Refer to the description of the selected item that appears on the upper portion of the screen.

**VIEWING THE EQUIPMENT SCREEN**

- 1) Character's status. "LV" signifies the character's level.
- 2) Current equipment.
- 3) Description of the selected item.
- 4) List of available equipment.



## STATUS

Here you can view each character's abilities, status, equipment, and skills. You can also change the character's name and colors.

- For details on changing a character's colors, please refer to "Color Twins" on p. 33.

**STEP 1: Select a character**

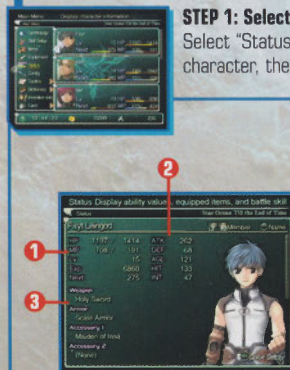
Select "Status" from the menu, use the directional buttons to select a character, then press the  $\times$  button to display his or her status screen.

**VIEWING THE STATUS SCREEN (1)****1) Basic character information.**

HP – Current HP / Maximum HP.  
MP – Current MP / Maximum MP.  
LV – Character's level.  
EXP – Experience points accumulated.  
NEXT – Experience points needed to reach the next level.

**2) Character's ability values.**

ATK – Value indicating strength of character's attack.  
DEF – Value indicating strength of character's defense.  
AGL – Value indicating character's agility.  
HIT – Value indicating character's accuracy.  
INT – Value indicating character's intelligence.

**3) Weapon, armor, and accessories currently equipped.**



## VIEWING THE STATUS SCREEN (2)

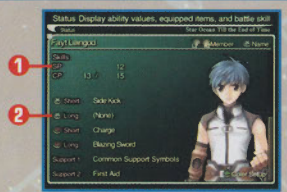
## 1) Skill status. See p. 17 for details.

SP – Skill points currently available.

CP – Capacity points currently available for Battle Skills.

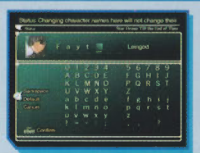
## 2) Battle Skills currently set up.

See p. 16 for details on setting up Battle Skills.



## Changing Character Names

Pressing the  $\times$  button while in the status screen will take you to the Changing Names screen. Select letters or numbers using the left analog stick or directional buttons and press the  $\times$  button to enter them. Once you're done, move the cursor to "Confirm" and press the  $\times$  button.



## CONFIG

You can configure game settings such as your controller's vibration function and button assignments. Press the left analog stick or directional buttons up or down to select an option, then press left or right to change your settings.

## VIEWING THE CONFIG SCREEN

## 1) Skip Events (see Event Settings, p. 5)

Enable or disable skipping of events.

## 2) Voice (see Voice Settings, p. 5)

Select subtitle and voice settings for events.

## 3) Battle Targeting

Select automatic or manual targeting in battle.

## 4) Battle Camera

Select the type of camera movement used in battle.

## 5) Battle Camera Mode

Select a high or low angle from which to view battles.

## 6) Battle Voices

Turn voices in battle on or off.

## 7) Sidestepping

Select the method of sidestepping. (See p. 10 for details)

## 8) Vibration (see Vibration Settings, p. 5)

Turn the controller's vibration function on or off.

## 9) Audio (see Audio Settings, p. 5)

Select the audio environment.

## 10) Key Customization

Customize controller button settings.

## 11) Window Color

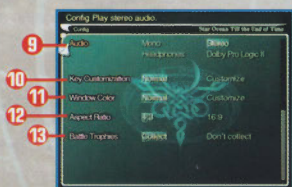
Customize window color. Select "Customize" and press the  $\times$  button to display the window color customization screen.

## 12) Aspect Ratio (see Display Settings, p. 5)

Select the screen size.

## 13) Battle Trophies

Select whether or not to collect Battle Trophies after battles.



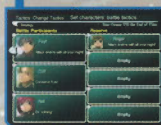
## TACTICS

Here you can switch members, change battle formation, and select battle tactics.

Select the desired submenu with the left analog stick or directional buttons, then press the  $\times$  button to open the settings screen.

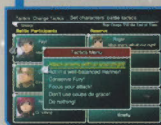
## TACTICS – SETTING A BATTLE PLAN

You can direct characters to follow certain courses of action in battle. Choose tactics according to the type and abilities of each character.



## STEP 1: Select a character

First, select a character with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

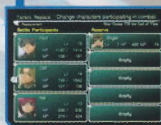


## STEP 2: Select tactics

A menu listing six tactics will appear. Select one with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

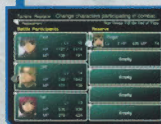
## REPLACE – REPLACE BATTLE PARTICIPANTS

You can switch out party members participating in battles. Up to three characters can be selected to fight. Organize party members according to their condition and the type of enemy you face.



## STEP 1: Select the character to be replaced

First, use the left analog stick or directional buttons to select the character you want to replace, then press the  $\times$  button to confirm. Battle participants are listed on the left, while reserve members (those not actively participating) are on the right.

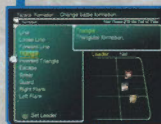


## STEP 2: Replace the character

Next, select a character to replace the one you chose in step 1. Choose and confirm the character the same way you did in step 1.

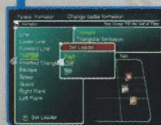
## FORMATION – DETERMINE BATTLE FORMATION AND LEADER

Here you can assign battle formation and leader. You should adjust formation according to the characters taking part.



## STEP 1: Select a formation

There are ten formations available. Select one with the left analog stick or directional buttons, then press the  $\times$  button to confirm.



## STEP 2: Select a leader

Press the  $\triangle$  button to display the leader selection window. Select the character you want to designate as the leader with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

• The leader is the character controlled by the player at the start of a battle.



## THE TEN FORMATIONS



**Line:** A typical formation in a straight vertical line.



**Loose Line:** Suitable for fighting with party members spread out.



**Forward Line:** An aggressive formation near the enemy.



**Triangle:** A triangular formation.



**Inverted Triangle:** An inverted triangle formation.



**Escape:** Useful for making quick escapes.



**Spear:** Places one brave hero out front.



**Guard:** An aggressive formation protecting the rear.



**Right Flank:** Guards against attacks from the right.



**Left Flank:** Guards against attacks from the left.



## DICTIONARY

You can look up notes on the various terms that appear in the game. Select a category of words, then select a word to see the notes. The number of words will increase as the game progresses.



## INVENTION INFO

Get information regarding inventions and file for patents. Once you obtain the "Compact Communicator" in the game, a menu called "Invention Info" will be added to the Camp menu. You can use "Invention Info" to get information on items available all over the continent, file for patents, and give orders to inventors.

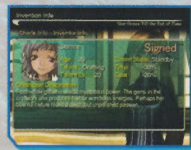


## LATEST INFO - GET INFORMATION ON INVENTIONS

Here you can check on the activity of inventors and get information on the latest inventions. You can choose from the three menu options listed below. Move the cursor to the desired option and press the  $\otimes$  button to view detailed information.

Options available in Latest Info:

1. Inventions 2. Items in store 3. Registered inventors



## FILE PATENT - FILE A PATENT FOR YOUR INVENTIONS

When you invent a new item, you can file a patent for it.



## STEP1: Select the item you want to patent

When you select and confirm "File Patent," a list of eligible items will be displayed. Select one with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm.



## STEP 2: Have your invention reviewed

Next, a description of the invention will appear. If you want to file a patent for the item, confirm by pressing the  $\otimes$  button. Your invention will then be reviewed. After checking the evaluation results, press the  $\otimes$  button to finalize the filing process.



## CHECK INFO - VIEW INFORMATION ON INVENTORS AND SHOPS

You can view information on inventors and shops all over the continent. Select the desired menu option with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm.

## Inventor Info - Check information on inventors

You can check information on registered inventors. Choose an inventor from the list with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm.



## Invention List - Check items that have been created

Select an item with the left analog stick or directional buttons, then press the  $\otimes$  button to display details on that item. Press the  $\otimes$  button again to display the shops where the item is sold.



## Shop Info - Check the items sold in each shop

You can check each shop to see what items it has for sale. Select a town from the workshop map with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm. Then select a shop to see the items available there.

## Workshop Map - Check the locations of towns and dungeons on a map

You can display the workshop map to check on the locations of towns and dungeons.

## Ranking - Check inventor rankings

You can check inventor rankings and view information on specific inventors.



## CHANGE ORDERS - CHANGE ORDERS TO AN INVENTOR

You can change orders given to the inventors working for you. Please see p. 27 for details on the orders you can issue.



## ALERTS - SET UP ALERTS

When you set up alerts, an icon will appear on the screen whenever the specified conditions are met. Listed below are the four alerts you can set up. Select an alert with the left analog stick or directional buttons, then press the  $\otimes$  button to turn it on or off.

- Unsigned inventor files a patent
- Signed inventor files a patent
- New product hits stores
- New inventor enters the development race



## CARD

Here you can save or load data using a memory card (8MB) (for PlayStation®2). Select a MEMORY CARD slot and file with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm.

## SAVE - Save data

Save your progress in the game. You will need at least 175KB of free space to save game data. You will need an additional 1200KB of free space to collect Battle Trophies.

## LOAD - Load data

Load data in order to resume the game from where you left off.



"Inventing" is a system for modifying an existing item or creating a completely new item. Besides weapons and armor, you can also invent such things as food and accessories.



### GETTING STARTED

In order to invent items, you must first register with the craftsmen's guild. There you will receive a Compact Communicator, which you can use to send orders to inventors you've contracted to work for you.



### TWO WAYS OF INVENTING ITEMS:

#### 1. Inventing items at workshops

At workshops, the player's characters and inventors can form a team of one to three to invent items. You can leave it up to the craftsmen's inspiration through "Original Invention" or choose "Specify Plan" to modify an item in your possession. Any item invented is immediately available for your use. If you create a brand new item through "Original Invention," you can file a patent for that invention.

#### 2. Inventing items outside of workshops

You can send orders through the Compact Communicator to any inventor with whom you have signed a contract. Instead of forming a team, you send orders to each individual inventor. You can have them work on an "Original Invention" of their own or put them on "Standby" to await your orders. If a patent is filed for an invention, the inventor may go up in the inventor rankings, resulting in bonus money for you. Items invented in this way will not be immediately available, but will instead be distributed to the shops.

#### Contracting Craftsmen

Craftsmen are scattered all over the continent. When you meet one, you can contract him or her to work for you after negotiating and paying a contract fee. You can even headhunt famous high-ranking craftsmen. You should search every nook and cranny for inventors and sign them up. Some may require certain items instead of money before they agree to a contract.

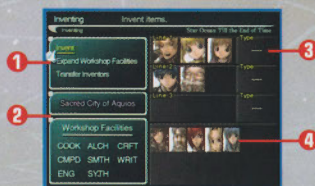


### INVENTING ITEMS

You can begin setting up for inventing inside a workshop by approaching the paper-laden desk. Besides inventing items, you can also expand workshop facilities and transfer inventors to other workshops.

#### VIEWING THE WORKSHOP SCREEN

- 1) Workshop Menu
- 2) Name of workshop and types of inventions you can execute
- 3) Development lines set up
- 4) Craftsmen assigned to that location



### INVENT - CREATE AN ITEM

This command is for inventing an item inside a workshop. The following is an overview of the invention process. Please refer to pp. 25-26 for details.

#### PROCESS OF INVENTION:




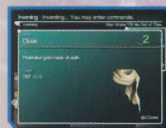
#### 1. Set Up Development Lines (see below)

First decide on the members who will take part in the invention process. Please see below for details on how to view the screen and set things up.



#### 2. Begin the Invention Process (see p. 26)

After setting up the line, press the  button to start the invention process. You must start the line for invention to take place.



#### 3. Invention Complete - Obtain Item (see p. 26)

After the line is started, an item will be created. Not only can you use your own inventions, you can also sell them all over the universe after patenting them. Please see p. 22 for details.

#### VIEWING THE DEVELOPMENT TEAM SCREEN

##### 1) Inventors

These are the inventors and player's characters who have been assigned to the workshop.

##### 2) Invention Menu

This displays the menu for invention and your current funds.

##### 3) Lines



This describes the lines that have been set up.



### [1] SET UP THE LINES



#### STEP 1: Forming the Development Team

First, you must set up a team to work on an invention in the workshop. A team can consist of one to three inventors. A team can only consist of inventors who possess the same talent. Select a member with the left analog stick or directional buttons, then press the  button to confirm. You can view the inventors' abilities by pressing the  button.

#### Inventor Talents and Abilities:

- |                             |   |
|-----------------------------|---|
| <b>COOK (Cooking)</b> –     | Preparing food                                  |
| <b>CRFT (Crafting)</b> –    | Making accessories                              |
| <b>SMTH (Smithery)</b> –    | Forging equipment like weapons and armor        |
| <b>ENG (Engineering)</b> –  | Making guns and other machinery                 |
| <b>ALCH (Alchemy)</b> –     | Creating precious stones and metals             |
| <b>CMPO (Compounding)</b> – | Developing potions and bombs                    |
| <b>WRIT (Writing)</b> –     | Writing tomes and scrolls that teach new skills |
| <b>SYTH (Synthesis)</b> –   | Combining items with weapons                    |



**STEP 2: Selecting the type of invention**

Next, choose the type of item you want to invent. Select one with the left analog stick or directional buttons, then press the **X** button to confirm.

Text colors are explained below:

**White** – Invention possible in current workshop with current team.

**Pink** – Invention possible in current workshop, but not with current team.

**Grey** – Invention not possible in current workshop. You must expand workshop facilities.

**STEP 3: Selecting a plan**

After selecting the type of invention, you need to select either "Original Invention" or "Specify Plan" (please see below). When the cost of the selected plan is displayed, review it and press the **X** button to confirm. This concludes the line setup. If you want to set up another line, follow the steps above on a different line.

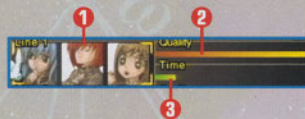
- **Original Invention** – An item will be created. You might even invent a new item.
- **Specify Plan** – You can modify an item by combining it with other materials.

**[2] BEGIN THE INVENTION PROCESS**

After you have set up the lines, you can start the invention process by pressing the **Y** button. You can give commands for each line while invention is in progress.

**VIEWING THE INVENTION-IN-PROGRESS SCREEN****1) Characters participating in invention**

You can determine the success or failure of an invention by the facial expressions of the characters.

**2) The QUALITY bar**

This shows the success rate of the invention. The quality of an invention decreases with time. The invention fails if this bar reaches zero.

**3) The TIME bar**

This shows the time it takes to make one unit of an item (one cycle). When the bar reaches the right end, the first cycle ends and the second cycle automatically begins.

**Things you can do while the line is moving:**

**Direction** (**X** button): When you press the **X** button, you will be asked if you want the item to be submitted. Select "Yes" to submit it and to end the invention process. Select "No" to continue development.

**Check Status** (**A** button): You can check on what other inventors all over the continent are doing.

**Abort** (**C** button): You can abort development and return to the workshop screen.

**[3] INVENTION COMPLETE – OBTAIN ITEM****STEP 1: Obtain the invented item**

If you select "Direction" by pressing the **X** button during development, you will be asked if you want the item to be submitted. Selecting "Yes" will end the invention process, and if an item was successfully created, you can check its details (see below). Press the **X** button again to obtain the item.

- Type of item
- Name of item
- Quantity
- Factors
- Description of item

**STEP 2: If a new item has been invented**

If you succeed at inventing a new item, you can file a patent for it. Please refer to p. 22 for details on how to file a patent. **NOTE:** If the item you invented already exists, you cannot file a patent for it.

**Giving Orders to Craftsmen**

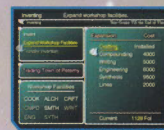
If you want items to be invented outside of workshops, you can order your craftsmen to do it for you. Go to the Camp menu > Invention Info > Change Orders, select a craftsman, and press the **X** button to confirm.

• **Original Invention:** The inventor will invent items on his or her own. When an inventor is ordered to work on an original invention, the development costs will be subtracted from your current funds.

• **Standby:** The inventor will not do anything.

**EXPAND WORKSHOP FACILITIES**

You can modify a workshop to increase the number of lines and the types of items that can be created there. Use the left analog stick or directional buttons to choose the facility to be added to the workshop, and press the **X** button to confirm. Be aware that expanding workshop facilities will cost money. No more than three lines can be set up in any workshop.

**The Cost of Inventing Items**

Inventing one unit of an item will incur a certain cost, so be sure to keep an eye on your money. Also, be aware that the chances of successful invention decrease as the **QUALITY** bar is expended.

**TRANSFER INVENTORS**

You can transfer craftsmen if, for example, you want to assign them to the workshop in your current location. However, there is a limit to the number of craftsmen you can assign to each workshop.

**STEP 1: Select the craftsman to be transferred**

First, use the left analog stick or directional buttons to choose a workshop, then press the **X** button to confirm. Next, choose the craftsman you want to transfer with the left analog stick or directional buttons and press the **X** button to confirm.

**STEP 2: Select a destination workshop (town)**

Choose the destination workshop with the left analog stick or directional buttons, then press the **X** button to confirm. Choose an open slot within the selected workshop and press the **X** button to complete the transfer. You can also use this step to replace a craftsman with the transferring craftsman.

**INVENTING ITEMS Q&A**

Here is some basic information you should know about inventing items in a Q&A format. It should help you invent items to aid your adventure.

**Q1: What happens when I file a patent?**

A: The item will be distributed all over the universe. When you file a patent, the item will be evaluated by the guild. Based on the evaluation, you can go up in the inventor rankings and earn ranking bonuses.

**Q2: Why can I only make the same items?**

A: You should try changing the members of your development team. The variety of items will increase with two or three members instead of just one. Talent levels will also affect the types of items you can invent. You should look for craftsmen with higher talent levels.

**Q3: Why are some items not available when I choose "Specify Plan"?**

A: The only items available for "Specify Plan" are those with parentheses (), such as (1), after the description of the item. Note that you also need appropriate materials in order to specify a plan.

**Q4: Why do my inventors fail every time I specify a plan?**

A: This depends on the talent levels of the craftsmen. Inventions are more prone to failure when talent levels are low. You should try assigning craftsmen with higher talent levels.



## LET'S TRY INVENTING AN ITEM

## Adding a factor to a weapon

You can add many effects to an item through certain types of invention like crafting and synthesizing. Below is an example of adding a factor to a weapon through synthesis. This should give you an idea of invention's vast potential.

## SAMPLE INVENTION FLOW:



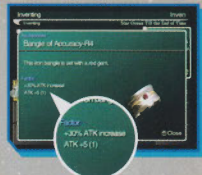
## Step 1: Select a weapon

First, select the weapon on which you will base your invention. Any weapon can be used, but you should select a weapon that will be useful in battle. This example uses a Bastard Sword.



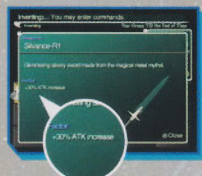
## Step 2: Make an accessory

Next, we want to make the Bangle of Accuracy, which would have a factor of "+10% ATK increase." Set a line in the workshop for "CRFT" (Crafting), select "Original Invention," and try to invent the Bangle of Accuracy.



## Step 3: Enhance the accessory

Keep the line for CRFT, but now select "Specify Plan" to enhance the Bangle of Accuracy you have just invented in Step 2. You must have crafting materials in order to execute this step. This enhancement can result in a Bangle of Accuracy - R1, which raises the factor from "+10% ATK increase" to "+30% ATK increase."



## Step 4: Synthesize the accessory and weapon

Finally, we can synthesize the accessory you enhanced in Step 3 to the weapon you selected in Step 1 by setting a line in the workshop for SYTH. You must have synthesis materials in order to execute this step. This will result in the reinvention of the weapon with "+30% ATK increase." The character using this new weapon will have an increased ATK of 30%—in other words, 1.3 times the attack that was possible with the original weapon.



Here are some hints for your journey. Keep them in mind as you set out into the vast universe.



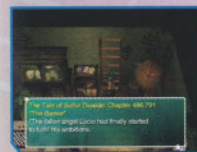
## 01 – Save your progress often

There may be times during your long adventure when the unexpected happens or when you encounter a seemingly unbeatable enemy. You should save your progress frequently to be prepared for such circumstances. Please see pages 6 and 23 for details on how to save your game data.



## 02 – If the story won't advance, talk to people

If it seems like the story is not progressing, try talking to townspeople or party members. Sometimes you can talk to the same person several times and get different responses each time. Use the map feature with the R2 button to find out which buildings and rooms you can enter, and have conversations with as many people as you can.



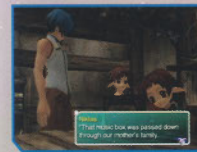
## 03 – Examine as many areas as possible

You can examine many things in the Star Ocean universe by pressing the X button. For example, check a control panel to access another room, or see what's on someone's bed...



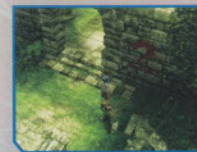
## 04 – Winning battles

Merely pounding on the buttons will expend your Fury and probably won't lead to an easy victory. Guard and sidestep wisely while keeping an eye on your Fury level. You may also wish to have one battle participant focus on healing.



## 05 – How to fix Meena's music box

Unfortunately, there doesn't seem to be a way to obtain parts for precision machinery like a music box within the village of Whipple. What place nearest the village of Whipple would have extraordinarily high-level machinery?



## 06 – What's the secret code to Norton's hideout?

It can't be difficult, or else none of his underlings would be able to remember it! The numbers might even be written somewhere...



## 07 – Disintegrable objects

Some objects in the field and dungeons, such as stones and statues, can be disintegrated once you obtain certain items. These items will display such objects in a wire frame and allow you to disintegrate them.



Star Ocean: Till the End of Time features a fighting mode where you can test your skills against party members. Follow the steps below to play Fighting Mode:



1. Explore a particular dungeon
2. Retrieve the treasure in the dungeon
3. Show the treasure to a certain person
4. Go to the fighting arena



You will first have to make some progress in the story. You will unlock Fighting Mode once you obtain a certain dungeon's treasure and show it to someone who has seen many things.

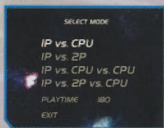
## PLAYING FIGHTING MODE

In Fighting Mode, you can choose from several fighting formats, including one-on-ones and battle royales. Choose your favorite character or try out different characters!

### SELECT A TIME LIMIT

You can select a time limit of 90 seconds, 180 seconds, or unlimited (∞).

Be aware that if you select a fighting format without first setting a time limit, you will be taken to the next screen. The default time limit is 180 seconds.



### SELECT A FIGHTING FORMAT

You can choose from the four fighting formats below. Fight against the CPU to hone your skills, or play with a friend for endless fun. Select a fighting format with the left analog stick or directional buttons, then press the  $\otimes$  button to confirm.

#### 1P VS CPU

The player character battles a character controlled by the CPU

#### 1P VS CPU VS CPU

The player character battles two characters controlled by the CPU

#### 1P VS 2P

Two players control characters to battle each other

#### 1P VS 2P VS CPU

A cutthroat battle between two player characters and a character controlled by the CPU

### SELECT CHARACTERS

Next, select your character. You can choose from the ten characters who join your party (including Fayt). They will become available in Fighting Mode once you obtain certain items in the game.



#### STEP 1: Select a character

First, select the character that you would like to play. Use the left analog stick or directional buttons to change the characters displayed. If you are going to fight against the CPU, use the controller in controller port 1.

#### STEP 2: Select a color

Once you've selected a character, you can select the color of his or her costume. The color will change according to the button you press to confirm your character selection (see details below). Colors for third and fourth players will become available once you obtain certain items in the game.

- $\otimes$  button – 1P color
- $\Delta$  button – 2P color
- $\odot$  button – 3P color
- R1 button – 4P color



#### STEP 3: Select a skill set

Next, select a skill set for the character. You can choose from three skill sets for each character (see p. 31).

#### STEP 4: Repeat the above steps for all participants



### SELECT A STAGE

You can choose a stage after selecting your characters. Select a stage with the left analog stick or directional buttons on the controller in controller port 1. Only places that have already appeared in the story will be available. Places which you haven't yet seen will be displayed as "???".



### STARTING A MATCH

Once you've selected a stage, the match begins. The skills you can use during battle depend on the skill set you've selected. You cannot use the Battle Camp menu. However, you can pause the fight by pressing the  $\Delta$  button. Hold down the  $\odot$  button while the game is paused to return to the character selection screen.



### ENDING A MATCH

If you defeat your opponent within the time limit, victory is yours! If neither side wins within the time limit, it's a draw. You will return to the character selection screen when the battle is over.

## CHARACTER SKILL SETS

### FAYT



	Emphasize Hit No.	Balanced Style	Agility-Oriented
$\odot$ S	Blade of Fury	Side Kick	Blade of Fury
$\odot$ L	-----	Shotgun Blast	Dimension Door
$\otimes$ S	Air Raid	Charge	Side Kick
$\otimes$ L	Drain	Ice Blade	Stun
Support 1	Increase Fury	-----	Standby Healing
Support 2	-----	-----	-----

### CLIFF



	Charging Style	Emphasize Hit No.	Balanced Style
$\odot$ S	Aerial Assault	Electric Fists	Fists of Fury
$\odot$ L	Fiery Tackle	-----	Aerial Assault
$\otimes$ S	Charge	Acrobat Locus	Hammer of Might
$\otimes$ L	-----	-----	-----
Support 1	-----	Increase Fury	-----
Support 2	-----	-----	-----

### NEL



	Short-Range Style	Mid-Range Style	Long-Range Style
$\odot$ S	Charge	Lightning Chain	Shadow Wave
$\odot$ L	-----	Shadow Wave	Lightning Chain
$\otimes$ S	Divine Wrath	Shockwave	Shadow Wave
$\otimes$ L	Whirlwind	-----	Flying Guillotine
Support 1	-----	No Guard	-----
Support 2	-----	-----	-----

### ROGER



	Short-Range Style	Range-Oriented	Long-Range Style
$\odot$ S	Charge	Raging Helmet	Flying Torpedo
$\odot$ L	Fiery Fury	-----	Whirling Heat
$\otimes$ S	Piercing Claw	Fiery Fury	-----
$\otimes$ L	-----	-----	Bug Triad
Support 1	Increase Fury	No Guard	Increase Fury
Support 2	-----	-----	Standby Healing



## MARIA

	Short-Range Style	Mid-Range Style	Long-Range Style
⊙ S	Crescent Locus	Gravity Bullet	Charge
⊙ L	Pulse Blast	Laser Blast	Aiming Device
⊗ S	Triple Kick	Charge	Scatter Beam
⊗ L	-----	-----	Radiation Bots
Support 1	Increase Fury	-----	-----
Support 2	-----	-----	-----

## ALBEL

	Balanced Style	MP-Attack-Oriented	Simple Style
⊙ S	Shockwave Swirl	Aura Wall	Aerial
⊙ L	Air Slash	Palm of Destruction	Stun
⊗ S	Double Slash	Hand of Doom	Charge
⊗ L	Dragon Roar	-----	Increase HP Damage
Support 1	-----	-----	Increase Fury
Support 2	-----	-----	-----

## PEPPITA

	Balanced Style	Simple Style	Range-Oriented
⊙ S	Kaboom	Charge	Stun
⊙ L	Instant Blast	Instanto Blast	Magic Hook
⊗ S	Charge	Aerial	Faerie Friend
⊗ L	Magic Hook	-----	-----
Support 1	-----	Increase Fury	No Guard
Support 2	-----	Critical Hit HP	-----

## SOPHIA

	Long-Range Style	Short-Range Style	Simple Style
⊙ S	Earth Glaive	Charge	Charge
⊙ L	Fire Bolt	Drain	Stun
⊗ S	Lightning Blast	Efreet	Critical Hit
⊗ L	Thunder Flare	Fire Bolt	-----
Support 1	Standby Healing	Critical Hit HP	No Guard
Support 2	Increase Fury	-----	Critical HP


## MIRAGE

	Balanced Style	Range-Oriented	Charging Style
⊙ S	Crescent Locus	Sphere of Might	Charge
⊙ L	Aerial Assault	Hammer of Might	Stun
⊗ S	Electric Fists	Triple Kick	Avenger Charge
⊗ L	-----	-----	-----
Support 1	-----	Increase Fury	Standby Healing
Support 2	-----	-----	-----

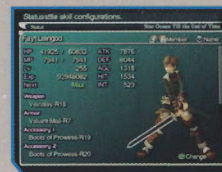
## ADRAY

	Long-Range Style	Simple Style	Charging Style
⊙ S	Lightning Blast	Fire Bolt	Chaos Tide
⊙ L	Fire Bolt	Fire Bolt	Chaos Tide
⊗ S	Earth Glaive	Titan Fist	Charge
⊗ L	Sirocco	-----	-----
Support 1	-----	No Guard	Standby Healing
Support 2	-----	-----	-----

## USING COLOR TWINS

Color Twins\* can be used in battles during the game. As you collect specific percentages of Battle Trophies, 2P to 4P colors will become available in stages. After you have met the conditions for obtaining Color Twins, go to the Camp menu > Status, then press the  button to change and set each character's costume for battle.

\* Color Twins are the different costumes available for Fighting Mode matches where a character fights against himself.



## Conditions for obtaining Color Twins

Characters will have only one costume at the start of the game, but you can gain up to four costumes as you collect certain percentages of Battle Trophies.

In order to use Color Twins, you must load your Battle Trophies data at the title screen before you start playing. Any time you wish to use the latest Color Twins, you should check the Battle Trophies data before loading the game.



## Color Twin Samples



## A Word about Color Twins

Even if you meet the requirements to use Color Twins, you will not be automatically notified. Select "Battle Trophies" at the title screen to check. If you've qualified, the message "2P Color available in Status" will flash at the top of the Battle Trophies screen.



**tri-Ace, Inc.**

Game Designer  
Masaki Norimoto

Original Story/  
Technical Programmer/  
Director  
Yoshiharu Gotanda

Planning Director/Script  
Hiroshi Ogawa

Field Programmer  
Shigeru Ueki

Battle Programmer  
Yuichiro Kitao

Character Designer  
Jun Sato

Chief Character Designer  
Keiichi Asai

Chief Animation Designer  
Masaaki Yamashima

Chief Movie Designer  
Kenichi Kanekura

Chief Map Designer  
Koji Minagawa

Co-chief Map Designers  
Miyuki Yamamoto  
Akiko Kojima  
Atsuhiko Machida

Music Composer  
Motoi Sakuraba

Sound Director/  
Sound Programmer  
Hiroya Hatsuhashi

System Programmer  
Shinji Hirachi

Battle Effect Programmer  
Yukihiro Yamaguchi

Camp Programmer  
Yukinori Yamaguchi

Event Tool Programmer  
Tetsuo Kashiwagi

Battle Monster Programmers  
Takaaki Hoshiyama  
Natsuki Nishimura

Battle Support Programmer  
Tatsuya Shoji

Planner  
Masayasu Nishida

Map Designers  
Kentaro Kagami  
Yuka Tonigata  
Hiroyuki Endo  
Masato Suga  
Daigo Saito

Map Support Designers  
Yasuko Sumiya  
Takeshi Jono  
Yasuhiro Akimoto  
Naruhito Kishimoto  
Kunihiko Kaneda  
Yutaka Shiyo  
Hideaki Ichihashi  
Terumasa Aoyagi  
Emi Noto  
Saori Kunita

Character Designers  
Eiko Sawamura  
Nana Kaneda  
Masasi Nakagawa  
Yutaka Watanabe  
Kenichi Kaneko  
Tatsuro Tonkai

Animation Designers  
Naoyoshi Tachibana  
Maniko Kamiya  
Kumiko Yoshioka  
Yasuhiko Shibuya  
Kaori Shibuya  
Yasuko Yamauchi  
Yasuo Tanaka  
Yasuhiro Shinki

Movie Designers  
Ryui Shirakawa  
Yukinori Masuda  
Kenichi Someya

Sound Design Director  
Yusaburo Shimojyo

Sound Designers  
Kohei Sagara  
Etsuko Shimada

Planner  
Takashi Sato

System Administrators  
Chikaki Tokuhoro  
Takeshi Kitamura

Map Support Designers  
Masaki Ishiguro  
Toshimitsu Hanafusa

Animation Designer  
Masateru Suzuki

Motion Captured by Studio IBUKI

Technical Director  
Tetsuo Kawano

Chief Motion Designer  
Sakura Munakata

Motion Designers  
Ken Hatsuumi  
Takahiro Mashimo  
Shintaro Seki  
Kim Tae Yul  
Tsuyoshi Azuma

AC Factory

Motion Actors  
Masanori Tomita  
Hiromi Shinjo

Motion Actress  
Sawako Akimoto  
Emiko Saito  
Juniko Kimura  
Yuko Komori

Item Designers  
Yasuhiro Kato  
Toru Murano  
Takitaro Ishizawa  
Hibiki Yoshizaki  
Tomohiro Takada  
Kunihiko Kaneda  
Teruhisa Nemoto  
Takashi Nishiyama  
Souichiro Kugo  
Kazuo Fujitsuka  
Kenetsu Tsukamatsu  
Atsuko Nozawa  
Naoki Hayashi  
Takeharu Sekiya

Musician

Electric Bass  
Tomohito Aoki

Drums  
Toru Hasebe

Electric Guitar  
Jun Kajiwara

Tenor Saxophone  
Shigeo Fuchino

Hammond Organ, Piano,  
and Keyboards  
Motoi Sakuraba

Trumpets  
Masahiko Sugasaki  
Toshio Araki  
Hitoshi Yokoyama  
Yuji Osada

Trombones  
Masanori Hirohara  
Yoichi Mureta  
Kou Okumura  
Juniko Yamashiro

Horns  
Otohiko Fujita  
Tetsuo Takano  
Kensho Hagiwara

Flutes  
Hideyo Takakuwa  
Akiko Fujita

Oboe  
Hiroshi Shibayama

Violins  
Takashi Kato  
Genichiro Nakajima  
Akihiro Iwamura  
Ado Matsumoto  
Tatsuo Ogura  
Takayuki Oshigane  
Nagisa Kinyama  
Koji Ootake  
Aya Yokomizo  
Takuya Mori  
Akiko Kato  
Kazuo Watanabe  
Osamu Iyoku  
Yuko Kajitani

Violas  
Aiko Hosokawa  
Gentaro Sakaguchi  
Yuji Yamada  
Makoto Motoi

Cellos  
Masaki Horisawa  
Makoto Osawa  
Hiroyasu Yamamoto  
Tomoki Iwanaga

Contrabasses  
Jun Saito  
Iwahisa Kuroki

Conductor  
Kazuo Nobuta

Music Producer/  
Music Director  
Taku Kitahara

Musician Coordinator/  
Music Director  
Kazuo Sudo

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THE LITTLE BIRD  
(Star Ocean Version) by MISIA

Lyrics by  
MISIA

Music by  
Yudai Suzuki

Arranged by  
Satoru Shinoya

Time 5.09

Original track from album  
"KISS IN THE SKY"

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BEELINE STUDIO

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Produced by  
ZRO Limit Productions  
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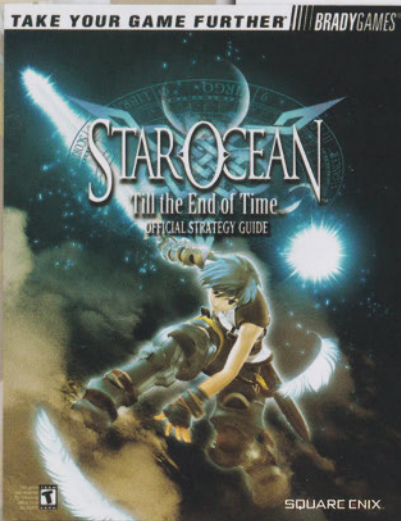
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